

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. – 25. (Canceled)

26. (Currently Amended) A system for transmitting data over a network to at least one client having a latency time to initiate transmission of said data to the client, including:

- at least one anti-latency signal generator for generating a plurality of anti-latency data streams containing at least a leading portion of data for receipt by a client; and
- at least one interactive signal generator for generating a plurality of interactive data streams containing at least a remaining portion of said data for the client to merge into after receiving at least a portion of an anti-latency data stream,

wherein:

- said data has a length R , and is fragmented into K segments each requiring a time T to transmit over the network;

- the interactive data streams include N anti-latency interactive data streams, wherein each of the N interactive data streams is repeated continuously within said interactive data stream, and wherein each successive interactive data

stream is staggered by an interactive time interval $= \frac{KT}{N}$;

- the anti-latency data streams include M anti-latency data streams, wherein the anti-latency data streams 1 to M are generated such that
 - an m^{th} anti-latency data stream has F_m segments, wherein F_m is an m^{th} Fibonacci number; and
 - the F_m segments are repeated continuously within the m^{th} anti-latency data stream.

27. (Original) The system of Claim 26, wherein:

- the client is connected to at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data streams when the client raises a request for said data;
- the data in at least the m^{th} and $(m+1)^{\text{th}}$ anti-latency data streams is buffered in the client;
- the client is subsequently connected to successive anti-latency data streams; and

until all data in the leading portion is received by the client.

28. (Original) The system of Claim 27, wherein:

- the client is connected to any one of the N interactive data streams after all data in the leading portion is received by the client.

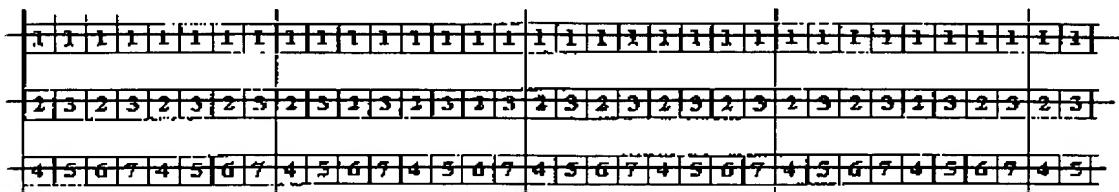
29. (Original) The system of Claim 26, wherein each of the N interactive data streams contains the whole set of said data having K segments.

30. (Original) The system of Claim 26, wherein each of the N interactive data streams contains the remaining portion of said data only.

31. (Original) The system of Claim 26, wherein $F_M \geq \frac{2K}{N}$.

32. (Original) The system of Claim 26, wherein m starts from 1,

33. (Currently Amended) The system of Claim 26, wherein m starts from 4 and the repeating 1st, 2nd, and 3rd first anti-latency data streams have the following configuration: stream consists of a repeating sequence of the first data segment only, the second anti-latency data stream consists of a repeating sequence of the second and third data segments, and the third anti-latency data stream consists of a repeating sequence of the fourth through seventh data segments.



Claims 34-108. (Cancelled).